

UNIT – 8**7 Hours****Optimization Methods – 2:**

Iterated gradient descent, Simulated Annealing, Random Search, Evolutionary computation- Evolutionary algorithms, Initialization, Termination criterion, Reproduction, Operators, Replacement, Schema theorem

Text Books:

1. Simon Haykin: Neural Networks - A Comprehensive Foundation, 2nd Edition, Pearson Education, 1999.
(Chapters 1.1-1.8, 2.1-2.15, 3.1-3.10, 4.1-4.19, 5.1-5.14)
2. Kishan Mehrotra, Chilkuri K. Mohan, Sanjay Ranka: Artificial Neural Networks, Penram International Publishing, 1997.
(Chapters 7.1-7.5)

Reference Books:

1. B.Yegnanarayana: Artificial Neural Networks, PHI, 2001.

C# PROGRAMMING AND .NET

Subject Code: 10CS761

Hours/Week : 04

Total Hours : 52

I.A. Marks : 25

Exam Hours: 03

Exam Marks: 100

PART – A**UNIT – 1****6 Hours**

Interfaces and Collections: Defining Interfaces Using C# Invoking Interface Members at the object Level, Exercising the Shapes Hierarchy, Understanding Explicit Interface Implementation, Interfaces As Polymorphic Agents, Building Interface Hierarchies, Implementing, Implementation, Interfaces Using VS .NET, understanding the IConvertible Interface, Building a Custom Enumerator (IEnumerable and Enumerator), Building Cloneable objects (ICloneable), Building Comparable Objects (I Comparable), Exploring the system. Collections Namespace, Building a Custom Container (Retrofitting the Cars Type).

UNIT – 2**8 Hours**

Callback Interfaces, Delegates, and Events, Advanced Techniques: Understanding Callback Interfaces, Understanding the .NET Delegate Type, Members of System. Multicast Delegate, The Simplest Possible Delegate Example, , Building More a Elaborate Delegate Example, Understanding Asynchronous Delegates, Understanding (and Using)Events.

86



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The Advances Keywords of C#, A Catalog of C# Keywords Building a Custom Indexer, A Variation of the Cars Indexer Internal Representation of Type Indexer . Using C# Indexer from VB .NET. Overloading operators, The Internal Representation of Overloading Operators, interacting with Overload Operator from Overloaded- Operator- Challenged Languages, Creating Custom Conversion Routines, Defining Implicit Conversion Routines, The Internal Representations of Customs Conversion Routines

UNIT – 3

6 Hours

Understanding .NET Assemblies: Problems with Classic COM Binaries, An Overview of .NET Assembly, Building a Simple File Test Assembly, A C#. Client Application, A Visual Basic .NET Client Application, Cross Language Inheritance, Exploring the CarLibrary's, Manifest, Exploring the CarLibrary's Types, Building the Multifile Assembly ,Using Assembly, Understanding Private Assemblies, Probing for Private Assemblies (The Basics), Private A Assemblies XML Configurations Files, Probing for Private Assemblies (The Details), Understanding Shared Assembly, Understanding Shared Names, Building a Shared Assembly, Understanding Delay Signing, Installing/Removing Shared Assembly, Using a Shared Assembly

UNIT – 4

6 Hours

Object- Oriented Programming with C#: Forms Defining of the C# Class, Definition the "Default Public Interface" of a Type, Recapping the Pillars of OOP, The First Pillars: C#'s Encapsulation Services, Pseudo- Encapsulation: Creating Read-Only Fields, The Second Pillar: C#'s Inheritance Supports, keeping Family Secrets: The " Protected" Keyword, Nested Type Definitions, The Third Pillar: C #'s Polymorphic Support, Casting Between .

PART – B

UNIT – 5

6 Hours

Exceptions and Object Lifetime: Ode to Errors, Bugs, and Exceptions, The Role of .NET Exception Handling, the System. Exception Base Class, Throwing a Generic Exception, Catching Exception, CLR System – Level Exception(System. System Exception), Custom Application-Level Exception(System. System Exception), Handling Multiple Exception, The Family Block, the Last Chance Exception Dynamically Identifying Application – and System Level Exception Debugging System Exception Using VS. NET, Understanding Object Lifetime, the CIT of "new", The Basics of Garbage Collection,, Finalization a Type, The Finalization Process, Building an Ad Hoc Destruction Method, Garbage Collection Optimizations, The System. GC Type.



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UNIT - 6**6 Hours**

Interfaces and Collections: Defining Interfaces Using C# Invoking Interface Members at the object Level, Exercising the Shapes Hierarchy, Understanding Explicit Interface Implementation, Interfaces As Polymorphic Agents, Building Interface Hierarchies, Implementing, Implementation, Interfaces Using VS .NET, understanding the IConvertible Interface, Building a Custom Enumerator (IEnumerable and Enumerator), Building Cloneable objects (ICloneable), Building Comparable Objects (I Comparable), Exploring the system. Collections Namespace, Building a Custom Container (Retrofitting the Cars Type).

UNIT - 7**8 Hours**

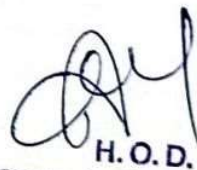
Callback Interfaces, Delegates, and Events, Advanced Techniques: Understanding Callback Interfaces, Understanding the .NET Delegate Type, Members of System. Multicast Delegate, The Simplest Possible Delegate Example, Building More a Elaborate Delegate Example, Understanding Asynchronous Delegates, Understanding (and Using)Events. The Advances Keywords of C#, A Catalog of C# Keywords Building a Custom Indexer, A Variation of the Cars Indexer Internal Representation of Type Indexer . Using C# Indexer from VB .NET. Overloading operators, The Internal Representation of Overloading Operators, interacting with Overload Operator from Overloaded- Operator- Challenged Languages, Creating Custom Conversion Routines, Defining Implicit Conversion Routines, The Internal Representations of Customs Conversion Routines

UNIT - 8**6 Hours**

Understanding .NET Assemblies: Problems with Classic COM Binaries, An Overview of .NET Assembly, Building a Simple File Test Assembly, A C#. Client Application, A Visual Basic .NET Client Application, Cross Language Inheritance, Exploring the CarLibrary's, Manifest, Exploring the CarLibrary's Types, Building the Multifile Assembly, Using Assembly, Understanding Private Assemblies, Probing for Private Assemblies (The Basics), Private A Assemblies XML Configurations Files, Probing for Private Assemblies (The Details), Understanding Shared Assembly, Understanding Shared Names, Building a Shared Assembly, Understanding Delay Signing, Installing/Removing Shared Assembly, Using a Shared Assembly

Text Books:

1. Andrew Troelsen: Pro C# with .NET 3.0, 4th Edition, Wiley India, 2009.
Chapters: 1 to 11 (up to pp.369)
2. E. Balagurusamy: Programming in C#, 2nd Edition, Tata McGraw Hill, 2008.



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Iterated Games: Repeated games: The main idea; Preferences; Repeated games; Finitely and infinitely repeated Prisoner's dilemma; Strategies in an infinitely repeated Prisoner's dilemma; Some Nash equilibria of an infinitely repeated Prisoner's dilemma, Nash equilibrium payoffs of an infinitely repeated Prisoner's dilemma.

UNIT - 8

6 Hours

Coalitional Games and Bargaining: Coalitional games. The Core. Illustrations: Ownership and distribution of wealth, Exchanging homogeneous items, Exchanging heterogeneous items, Voting, Matching, Bargaining as an extensive game; Illustration of trade in a market; Nash's axiomatic model of bargaining

Text Books:

1. Martin Osborne: An Introduction to Game Theory, Oxford University Press, Indian Edition, 2004.
(Listed topics only from Chapters 1 to 11, 13, 14, 16)

Reference Books:

1. Roger B. Myerson: Game Theory: Analysis of Conflict, Harvard University Press, 1997.
2. Andreu Mas-Colell, Michael D. Whinston, and Jerry R. Green: Microeconomic Theory. Oxford University Press, New York, 1995.
3. Philip D. Straffin, Jr.: Game Theory and Strategy, The Mathematical Association of America, January 1993.

ARTIFICIAL INTELLIGENCE

Subject Code: 10CS764

Hours/Week : 04

Total Hours : 52

I.A. Marks : 25

Exam Hours: 03

Exam Marks: 100

PART - A

UNIT - 1

7 Hours

Introduction: What is AI? Intelligent Agents: Agents and environment; Rationality; the nature of environment; the structure of agents. Problem-solving: Problem-solving agents; Example problems; Searching for solution; Uninformed search strategies.

UNIT - 2

7 Hours

Informed Search, Exploration, Constraint Satisfaction, Adversarial Search: Informed search strategies; Heuristic functions; On-line search agents and unknown environment. Constraint satisfaction problems; Backtracking search

92



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